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1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997

Proceedings of the 1997 conference of the Centre for Advanced Studies

Full text available: [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process the application. The visualization tool we use is Poet, an event tracer developed at the University of user with the desired overview of the application. In our experience, such tools display repeated o

2 [Sequential thematic organization of publications: how to achieve coherence in proposals and](#)

J. R. Tracey, D. E. Rugh, W. S. Starkey

August 1999 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 23 Issue 3

Full text available: [pdf\(3.80 MB\)](#)

Additional Information: [full citation](#), [index terms](#)

3 [Human-computer interface development: concepts and systems for its management](#)

H. Rex Hartson, Deborah Hix

March 1989

ACM Computing Surveys (CSUR), Volume 21 Issue 1

Full text available: [pdf\(7.97 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process design, implementation, execution, evaluation, and maintenance. This survey presents important representation, interactive tools, rapid prototyping, development methodologies, and control struc

4 [Interactive Editing Systems: Part II](#)

Norman Meyrowitz, Andries van Dam

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available: [pdf\(9.17 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

5 [Compiling nested data-parallel programs for shared-memory multiprocessors](#)

Siddhartha Chatterjee

July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 15

Full text available: [pdf\(4.17 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: compilers, data parallelism, shared-memory multiprocessors


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6 A shared, segmented memory system for an object-oriented database

Mark F. Hornick, Stanley B. Zdonik

January 1987

ACM Transactions on Information Systems (TOIS), Volume 5 Issue 1

Full text available:  pdf(2.05 MB)

Additional Information: [full citation](#), [abstract](#)


This paper describes the basic data model of an object-oriented database and the basic architectural scheme and a transaction-processing scheme are discussed. The segmentation scheme allows for many different sharing protocols ranging from those that enforce serializability to those that are n

7 Requirements interaction management

William N. Robinson, Suzanne D. Pawlowski, Vecheslav Volkov

June 2003

ACM Computing Surveys (CSUR), Volume 35 Issue 2

Full text available:  pdf(1.24 MB)

Additional Information: [full citation](#), [abstract](#)

Requirements interaction management (RIM) is the set of activities directed toward the discovery, which has become a critical area of requirements engineering. This survey looks at the evolution of for reviewing processes and products, and applies the framework in a review of RIM state-of-the-a

Keywords: KAOS, KATE, Oz, Requirements engineering, Telos, WinWin, analysis and design, com intentionality, interaction analysis, software cost reduction (SCR)., system architecture, system sp

8 Parallel execution of prolog programs: a survey

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo

July 2001

ACM Transactions on Programming Languages and Systems (TOPLAS),

Full text available:  pdf(1.95 MB)

Additional Information: [full citation](#), [abstract](#)

Since the early days of logic programming, researchers in the field realized the potential for exploit the presence of nondeterminism, and their referential transparency, among other characteristics, i execution. At the same time, the fact that the typical applications of logic programming frequently

Keywords: Automatic parallelization, constraint programming, logic programming, parallelism, pr

9 An Unclever Time-Sharing System

Caxton C. Foster

January 1971

ACM Computing Surveys (CSUR), Volume 3 Issue 1

Full text available:  pdf(1.85 MB)

Additional Information: [full citation](#), [abstract](#)

This paper describes the internal structure of a time-sharing system in some detail. This system is use in a university type environment where there are many short jobs that will profit from one- or introduction to the problems encountered by the designers of any time-sharing system. Included a

10 Modula-3 language definition

Luca Cardelli, James Donahue, Lucille Glassman, Mick Jordan, Bill Kalsow, Greg Nelson

August 1992 **ACM SIGPLAN Notices**, Volume 27 Issue 8

Full text available:  pdf(2.37 MB)

Additional Information: [full citation](#), [citations](#), [index terms](#)

11 Motion analysis of grammatical processes in a visual-gestural language (abstract only)

Howard Poizner, Edward S. Klima, Ursula Bellugi, Robert B. Livingston

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)

Movement of the hands and arms through space is an essential element both in the lexical structu of ASL: it is in patterned changes of the movement of signs that many grammatical attributes are structure, as demonstrated by the accurate identification by deaf signers of these attributes prese


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12 Sharing and protection in a single-address-space operating system

Jeffrey S. Chase, Henry M. Levy, Michael J. Feeley, Edward D. Lazowska

November 1994

ACM Transactions on Computer Systems (TOCS), Volume 12 Issue 4

Full text available:  pdf(2.87 MB)

Additional Information: [full citation](#), [abstract](#)

This article explores memory sharing and protection support in Opal, a single-address-space operating system within protection domains in a single shared virtual address space. Sharing is simplified, because addressability and access are independent; the right to access a segment is determined by the protection domain.


Keywords: 64-bit architectures, capability-based systems, microkernel operating systems, object operating systems, wide-address architectures

13 Representing and reasoning about change (abstract only)

Reid G. Simmons, Randall Davis

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)

A recent trend in artificial intelligence research is the construction of expert systems capable of reasoning about those objects that affect those objects. We describe a system being built in this fashion, designed to solve a class of problems (showing formations, faults, intrusions, etc.), hypothesize a sequence of geologic events whose occurrence

14 Determining 3-D motion parameters of a rigid body: a vector-geometrical approach (abstract only)

B. L. Yen, T. S. Huang

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)

A vector-geometrical approach is given for the determination of 3-D motion parameters of a rigid body. The algorithms are similar to existing methods. However, the geometrical interpretations provide much insight.


15 The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987

Computational Linguistics, Volume 13 Issue 1-2

Full text available:

 pdf(6.15 MB)

 [Publisher Site](#)

Additional Information: [full citation](#)

16 "Graphical marionette" (abstract only)

Carol M. Ginsberg, Delle Maxwell

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)


Many person-modelling 3-D animation systems are currently being developed, but often suffer from the fact that human form is capable of such intricate motion that its specification and display presents considerable difficulties with single figures, the orchestration of several in parallel remains a major challenge. In

17 3D balance in legged locomotion: modeling and simulation for the one-legged case (abstract only)

Seshashayee S. Murthy, Marc H. Raibert

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)

This paper explores the notion that the motion of dynamically stable 3D legged systems can be described by a single legged system, and an extra-planar part that accounts for subtle corrective motions that maintain balance and propel the system forward. The extra-planar motions ensure that the legged system remains in the


18 Knowledge-based animation (abstract only)

David Zeltzer

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

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Additional Information: [full citation](#), [abstrac](#)


In constructing a goal-directed system for automatic motion synthesis for computer animation, the exhibited by moving creatures. The selective *potentiation* and *depotentiation* of elements of a hier The constraints on motion sequences are analyzed, and mechanisms for achieving continuity of m

19 A multiple track animator system for motion synchronization (abstract only)

D. Fortin, J. F. Lamy, D. Thalmann

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: [full citation](#), [abstrac](#)

MUTAN (Multiple Track ANimator) is an interactive system for independently animating three-dime tool for synchronizing motion with sound, music, light or smell. To indicate moments in time, mark manipulated. An animator can also adjust one motion without modifying the others. To make this

20 Perceiving and recovering structure from events (abstract only)

James E. Cutting

January 1984

ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Full text available:  pdf(3.92 MB)

Additional Information: [full citation](#), [abstrac](#)

How do perceivers identify a moving object as seen against a changing background? How do figur years. In particular, the Gestalt psychologists were deeply concerned with the latter, but had only The coherent flow of a moving object is seen, somehow, by extracting those aspects of the whole

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